Name: Steve	Player: And	lrew	
Class: <u>Bard (College of W</u> Experience: <u>6,500</u>	Next	level: 14,000	DUNGEONS & DRAGON
Background: Courtier Race: Elf, Wood Siz	e: <u>Medium</u> Height:	Waight	DUNGEONS OF DRAGOR
Gender:Hair:	Eyes:	Skin:	
Age:Alignment:_	Faith:		
		16	Skills
Abilities			PROF. EXP. 1 +4 Acrobatics (DEX)
ABILITY MODIFIER SAVING THROW PROF. BONUS	7 Ability Save	DC DC	+2 Animal Handling (WIS)
8 STR -1 1-1	Proficiency Bonus +	+3	+1 Arcana (INT)
STRENGTH	8+ 1 15 Cha		Athletics (STR)
16 DEX +3 +6 X	Senses		Deception (CHA)
DEXTERITY	14 Passive Percep	Proficiency	
13 CON +1 +1	Darkvision 60 ft	Bonus	+7 Insight (WIS)
CONSTITUTION		—— Inspiration	+5 Intimidation (CHA)
10 INT O O O I	TLimited Feat		+4 Medicine (WIS)
M/sc A M	Feature	Max. Usages Recovery Used	+1 Nature (INT)
12 WISDOM +1 +1 +1	Bardic Inspiration (d	8) 4 SR	Perception (WIS)
1° CHA (A) A	Words of Terror	1 SR	Performance (CHA)
18 CHA +4 +7 X			+7 Persuasion (CHA)
			+1 Religion (INT)
Saving Throw Advantages / Disadvantages			\$\frac{1}{2} \cdot +4 \text{ Sleight of Hand (DEX)} \qquad \qquad \qquad \qquad \qquad \qquad \qquad \qquad \qquad \qqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqq
Magic can't put me to sleep;			+2 Survival (WIS)
Adv. on saves vs. charmed			↑ Tool
		444	SPEED SPEED ENCUMBEREI
Combat		+4 Initiativ	³ + 35 ft 25 ft
7 Decense		Health	
	A.C. ryamus Prom	- 1	Wounds
12 ARMOR BONUS Studded Leat	her AC DURING REST	100	TEMPORARY HP
15 SHIPAD RONUS	RESISTANCE	Current	ILMPOKAKY FIF
AC DEXTERITY MEDIUM ARMOR GAME = 2 HEAVY ARMOR GAME = 0	STEALTH DISADV.	HP	
Magic		MAX HIT POINTS	5 × d8 + 1 DC10
Misc Moo 1		Program was an analysis of the state of the	HIT X + III
Misc Mop 2	HALF DAMAGE		DICE LEVEL DIE CON USED DEATH SAVING THROWS
Attacks	ATTACKS 1	Actions	
WEARON / DESCRIPTION PROF ABILITY RANGE TO HIT Katana	DAMAGE DAMAGE TYPE 1d8+3 Slashing	MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 RE Cast a Spell	Dash / Disengage / Dodge
Finesse If Pyschic Blades +3d6 Psychic (uses 1 b	pardic inspiration)	Attack	Help / Hide / Escape Grapple
Dagger ✓ Dex Melee, 20/60 ft +6	1d4+3 Piercing	- Weapon Attack	Ready / Search / Use Object
Finesse, light, thrown		- Disarm / Grapple /	Shove Overrun / Tumble
		Bonus Actions	REACTIONS Used this Rouni
		Bardic Inspiration	Opportunity Attack
Slingshot ✓ Dex 30/120 ft +6	1d8+3 Bludgeoning	Keys of Subito (Transform	n)
Ammunition If Pyschic Blades +3d6 Psychic (uses 1	bardic inspiration)	Healing Word (1st level s	spell)
Type Total 0000000 Type Steel Balls 30 00000000 Type	TOTAL TOTAL		
Ammunition Ammunition		Overrun / Tumble	

🗗 Racial Traits

Trance: Elves don't need to sleep, but meditate semi-consciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, thus needing only 4 hours for a long rest. ... Mask of the Wild: I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

👣 Class Features

----- Bard -----

Bardic Inspiration [d8, Charisma modifier (4) per short rest]

As a bonus action, I give a creature in 60 ft that can hear me an inspiration die (max 1) For 10 min, the recipient can add it to one ability check, attack roll, or saving throw This addition can be done after seeing the d20 roll, but before knowing the outcome A bardic inspiration die recipient can also use it when casting a damaging or healing spell They can expend the die and add it to healing or damage dealt to one target of the spell

Spellcasting [3 cantrips & 8 spells known]

I can cast bard cantrips/spells that I know, using Charisma as my spellcasting ability I can use a musical instrument as a spellcasting focus for my bard spells I can cast my known bard spells as rituals if they have the ritual tag

· Jack of All Trades

I can add half my Proficiency Bonus to any ability check that doesn't already include it

Song of Rest [d6]

Those that use HD and can hear my performance during a short rest get extra healing

• Expertise [with 2 skills]

I gain expertise with two skills I am proficient with; adding my proficiency twice

Font of Inspiration

I can now also recover my expended Bardic Inspiration uses after a short rest

----- College of Whispers --

Psychic Blades [1 Bardic Inspiration for +3d6 damage]

When I hit a creature with a weapon attack, I can expend one use of Bardic Inspiration If so, the attack does extra psychic damage; I can do so only once per round, on my turn

Words of Terror [1× per short rest]

By speaking privately with a humanoid for at least 1 minute, I can try to inspire terror After the talk, it must make a Wis save or be frightened of me or someone of my choice If the save is successful, the target doesn't know I tried to frighten it

This lasts for 1 hour, or until it sees its allies or itself being attacked or damaged

🗗 Background Feature

Court Functionary

My knowledge of how bureaucracies function lets me gain access to the records and inner workings of any noble court or government I encounter. I know or can easily acquire the knowledge who the movers and shakers are, whom to go to for the favors I seek, and what the current intrigues of interest in the group are.

Proficiencies

ARMOR: X LIGHT MEDIUM HEAVY SHIELDS OTHER: WEAPONS: X SIMPLE MARTIAL X OTHER; Hand crossbow, Longbow, Longsword, Rapier, Shortsword

	Languages
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Tools & Others

Common Dwarvish Elven Gnomish

Three-Dragon Ante Set Piano Banjo Playing Card Set Handbell Herbalism

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Adventuring Gear Backpack, with: - Bedroll - Costumes	# 2 2 5	5	Adventuring Gear Katana Dagger	200	3
Adventuring Gear Backpack, with: - Bedroll - Costumes - Candles	2	<i>5</i>	Adventuring Gear Katana	200	1
ADVENTURING GEAR Backpack, with: - Bedroll - Costumes - Candles - Rations, days of	2 5	7 4	Adventuring Gear Katana Dagger Slingshot	200	1
Adventuring Gear Backpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin	2 5	5 7 4 2	Adventuring Gear Katana Dagger Slingshot Pouch	200	1 0
ADVENTURING GEAR Backpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin - Disguise kit	2 5	5 7 4 2 5	Adventuring Gear Katana Dagger Slingshot	#	0
ADVENTURING GEAR Backpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin - Disguise kit - Banjo	2 5	5 7 4 2 5	Adventuring Gear Katana Dagger Slingshot Pouch	#	0
ADVENTURING GEAR Backpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin - Disguise kit - Banjo - Handbell - Three-Dragon Ante Set	2 5 5	5 7 4 2 5	ADVENTURING GEAR KATANA Dagger Slingshot Pouch - Steel Balls Studded Leather Armor	#	0 0 0.1
ADVENTURING GEAR Backpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin - Disguise kit - Banjo - Handbell - Three-Dragon Ante Set	2 5 5	5 7 4 2 5	ADVENTURING GEAR KATANA Dagger Slingshot Pouch - Steel Balls	#	0 0 0.1
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ADVENTURING GEAR Backpack, with: Bedroll Costumes Candles Rations, days of Waterskin Disguise kit Banjo Handbell Three-Dragon Ante Set	2 5 5	5 7 4 2 5	ADVENTURING GEAR KATANA Dagger Slingshot Pouch - Steel Balls Studded Leather Armor Keys of Subito	#	0 0 0.1
Adventuring Gear Backpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin	2 5 5	5 7 4 2 5	ADVENTURING GEAR KATANA Dagger Slingshot Pouch - Steel Balls Studded Leather Armor Keys of Subito	30	0 0 0.1
ADVENTURING GEAR Backpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin - Disguise kit - Banjo - Handbell - Three - Dragon Ante Set - Playing Card Set	2 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	5 7 7 4 4 2 2 5 5 3	ADVENTURING GEAR KATANA Dagger Slingshot Pouch - Steel Balls Studded Leather Armor Keys of Subito ATTUNED MAGICAL ITEMS (MAX 3) SUBTINED PUBRI/DEAG/LETT I TO SUBTINED	30 30 OTAL	3 1 0 0 1 0.1 13
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Adventuring Gear 3ackpack, with: - Bedroll - Costumes - Candles - Rations, days of - Waterskin - Disguise kit - Banjo - Handbell - Three-Dragon Ante Set - Playing Card Set Supra Carrying Capacity 120 lb Platinum Gold E Gold Fig. 120 120	2 5 5 5 S	5 7 4 4 2 5 3 3	ADVENTURING GEAR Katana Dagger Slingshot Pouch - Steel Balls Studded Leather Armor Keys of Subito ATTUNED MAGICAL ITEMS (MAX 3) SUBTO PUSH/DRAG/LETT 121 - STR × 15 - 30 SPEED = 5 FT 240 b SPEED = 5 FT COMFort Comfort	30 OTAL VOTAL V	21 Weight 16 Coins
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Made by Joost Wijnen (mpmb@flapkan.com); Graphics by Javier Aumente (jaauvel@gmail.com); D&D logos, Dragon Heads ©Wizards of the Coa

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	Status	
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F E:	xhaustion		
LEVEL 1 2 3 4 5 6	EFFECT (CUMULATIVE) Disadvantage on Ability Checks Speed halved Disadvantage on Attack Rolls a Hit Point maximum halved Speed reduced to 0 Death		FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTEE SOME FOOD AND DRINK.
7C	on ditions		ED
disaddisaddisaddisaddisaddisaddisaddisa	checks involving sight. Attacks have wantage. Enemy attacks have advantage. rmed harm/attack charmer. Charmer has stage on ability checks to interact socially. fened necks involving hearing. htened wantage to checks/attacks while source or is in sight. Can't willingly move closer is source of fear. ppled d drops to 0, regardless of any bonus. pacitated take actions or reactions.	of surroundings. Re Immune to poison/c saving throws. Enemy Stop aging. Weight Poisoned Disadvantage on attact Prone Crawl (at ½ speed) or Attacks have disadvantage within further away. Restrained Speed 0, regardless on Dex saving throws. A Enemy attacks have a Stunned Incapacitated. Can't falteringly. Fail Stremeny attacks have a Unconscious Incapacitated. Can't of surroundings. Duronscious and Dex saving throw and Dex saving throws.	move. Can speak only and Dex saving throws
	Keys of	Subito	
when the was action of the was	agic item has 4 physical forms described alaying the next movement. Doing so mathe Keys of Subito are not in it's 1st Movement and reverts it to a toy, and launches ty saving throw (DC 10) to catch and reads spaces away from you. Inversent: Toy Sonata I hat a neat toy. Makes cute noises if you Movement: Upright Andante the Keys of Subito become an upright pia ain a +1 bonus to spell attack rolls and the Movement: Grand Scherzo	as "Movements". You car kes the Keys of Subito tro rement (toy form), leavin aggressively towards you eturn it to your inventor, press the tiny little keys. no. While it is outside of	ansform. g the space where it . You must succeed a y. On a failure, it Great paper weight. it's toy form you
	he Keys of Subito become a grand piano emporary hit points equal to your Charis	1.4.	thin 30 feet gain

The Keys of Subito become a chaoticly growing pipe organ. As the pipes grow snaking

and weaving through the space, your music reaches a thrilling crescendo. The Keys of Subito release the spell Thunderwave (see spell list). The Keys of Subito then revert to

• 4th Movement: Allegro with Crescendo

their toy form, landing in your hand. It waits impatiently for your next performance.

Maçıc Item	s					
Magic Item: Keys of S					Атт	UNED
See Notes below and to left.	I'm sorry, (what h	ave I done			
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TOther Holdings



Bard Spells

Spell attack modifier: Spell save DC:

Spellcasting ability

Charisma

TCantrips (0 Level)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	_	Ench	1 a	Self	S,M	Conc, 1 min	P	244
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	_	Conj	1 a	30 ft	v,s	1 min (D)	P	256
Message	1 crea I point to hears whispered message and can reply with a whisper; nobody can overhear	_	Trans	1 a	120 ft	V,S,M	1 rnd	P	259

Ist Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
Healing Word	1 living creature heals 1d4+1d4/SL+4 (Cha) HP	_	Evoc	1 bns	60 ft	V	Instantaneous	P	250
Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	_	Trans	1 a	Touch	V,S,M	1 h	P	256

7 2nd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by me; extra save/rnd	Wis	Ench	1 a	120 ft	v,s	Conc, 1 min	P	229
Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis1d4 weapon dmg)	Con	Trans	1 a	30 ft	v,s,m	Conc, 1 min	P	237
Motivational Speech	$5\ crea\ that\ hear\ me\ 5+5/SL\ temp\ HP,$ adv. Wis saves, if hit adv. on next atk; stops when temp\ HP gone	_	Ench	1 min	60 ft	V	1 h	ΑI	77

73rd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see B	_	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	_	Necro	1 a	10 ft	V,S,M	10 min	P	277

TKeys of Subito

Thunderwave All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed

Con Evoc

S:15ft cube V,S

Instantaneous P 282

Glossary of Abbreviations used in this Spell (R) Ritual dif. ter. Difficult terrain (D) The spell can be dismissed by the caster as I action Sources ('B' column) Acquisitions Incorporated Disadvantage +1d6/SL +1d6 for each spell slot level above the spell's level 1a 1 action dis. Fizban's Treasury of Dragons The Book of Many Things Player's Handbook 30-ft rad 1 bns / bns a 1 bonus action dmg Damage 30-foot radius sphere centered on any point within range 1 rea 1 reaction Hour(s) S:30-ft rad Self: 30-foot radius sphere centered on the caster 20 cu ft 20 cubic feet Up to 5 creatures in the spell's area, 1 of which can be the caster Κn Known 5 crea Planescape - Sigil and the Outlands Rime of the Frostmaiden Strixhaven: A Curriculum of Chaos 20 sq ft 20 square feet Me Memorized 25gp cons. The material component, worth 25 gp, is consumed by the spell $\,$ adv. Advantage min Minute(s) all All creatures within the spell's area Spelljammer - Astral Adventure Guide Attack (roll) σbj Object(s) Any creatures of your choosing that are within the spell's area any System Reference Document chk/check Ablity check Obscured Mf Material component is costly, but is not consumed upon casting σbsc. Tasha's Cauldron of Everything Material component is costly and is consumed upon casting CL Character Level Round(s) rnd Unearthed Arcana Conc, 1 min Spell slot level $see\ book\ /\ B$ The short spell description here is very incomplete, so beware Concentration, Explorer's Guide to Wildemount up to 1 minute Xanathar's Guide to Everything